

CAPITAL SHIPS

Though most capital ships in service during this time are strictly for military use, a few serve the general public in other roles.

PRAETORIAN-CLASS FRIGATE

Originally commissioned as a vessel of war during the Great Sith War, the *Praetorian*-class frigate is a modestly sized capital ship found in the hands of wealthy organizations and planetary governments across the galaxy. The predecessor to the larger *Hammerhead*-class ships used by the Republic Navy, the *Praetorian*-class frigate is a tough and powerful vessel for its size. Despite objections of Naval officials who claimed that such firepower should not be placed in civilian control, Rendili Hyperworks obtains permission from the Republic Senate to sell its remaining stock of *Praetorian*-class frigates on a limited basis.

The 180-meter-long *Praetorian*-class frigate serves the Republic well at the Battle of Koros Major during the Great Sith War, and afterward those vessels sold to the public are mostly using in peacekeeping roles. During the Republic's rebuilding years, these vessels are used to protect newly discovered



THREE PRAETORIAN-CLASS FRIGATES MONITOR THE DEPARTURE OF A QUARTERMASTER-CLASS SUPPLY CARRIER

hyperspace trade routes and to escort supply ships and relief caravans across the galaxy. With large quantities of resources being moved from one region of the galaxy to another on a daily basis, pirates and other unsavory predators make frequent attacks on transport ships carrying relief supplies, necessitating the presence of a *Praetorian*-class frigate to deter piracy. Eventually, Rendili Hyperworks will sell the design to the Corellian Engineering Corporation. Under the guidance of CEC engineers, the *Praetorian*-class frigate is remodeled and updated over the years, being rebranded as the Class VI Bulk Freighter and converted almost entirely to a cargo transport role.

Tactical Fire: The *Praetorian*-class frigate is designed to protect convoys of transport vessels through pirate-infested space, and can shelter other ships from attacks. As a standard action, a *Praetorian*-class frigate can forego all attacks to provide tactical fire to all squares in a 2-square radius. All allied starships gain a +1 bonus to Reflex Defense and a +10 bonus to Fortitude Defense and damage threshold.

Rendili Hyperworks Praetorian-class Frigate

CL 14

Colossal (frigate) capital ship

Init -4; Senses Perception +6

Defenses Ref 12 (flat-footed 12), Fort 35; +12 armor
hp 850; DR 15; SR 100; Threshold 135

Speed fly 2 squares (starship scale)

Ranged 2 light turbolaser cannon batteries +13* (see below) and
2 point-defense laser cannon batteries +11 (see below) and
2 tractor beam batteries +11* (see below)

Fighting Space 2x2 (starship scale); Cover total (crew)

Base Atk +2; Grp +47

Atk Options autofire (point-defense laser cannon battery)

Abilities Str 61, Dex 10, Con —, Int 20

Skills Initiative -4, Mechanics +6, Perception +6, Pilot -4,
Use Computer +6

Crew 1,470 (skilled); Passengers 2,700

Cargo 10,000 tons; Consumables 2 years; Carried Craft 12 starfighters,
6 shuttles

Hyperdrive x2 (backup x12); navicomputer

Availability Restricted; Cost 12 million (6 million used)

*Apply a -20 penalty on attacks against targets smaller than Colossal in size.

Light turbolaser cannon batteries (4 gunners)

Atk +13 (-7 against targets smaller than Colossal), Dmg 2d10x5

Point-defense laser cannon batteries (3 gunners)

Atk +11 (+7 autofire), Dmg 4d10x2

Tractor beam batteries (3 gunners)

Atk +11 (-9 against targets smaller than Colossal), Dmg -- (grapple +63)